
Title: Running Man: Sosaria

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The following are guidelines for an event conceived by TWT Members Draco Wolf, Sinful's Slave, and Ozgur; additional collaboration from Foxlow.

The concept of Running Man: Sosaria is simple. Get from point A to point B without being killed. It consists of a runner, or runners, starting at a specified destination, and trying to run to another specified destination while, along the way, engaging in combat with selected hunters. If you have seen the movie "The Running Man," this concept should be easy to follow.

Section I: Runners

Runners will not have an easy journey. They are expected to face uneven odds and be under constant assault.

Therefore, there will be little restriction on the techniques a runners uses.

The only limitations are these:

- Runners RUN. No use of mounts.

- Runners must use a pre-determined path before encountering a hunter. Once the chase has started, there are no limits, but the hunter must continue to his destination.

Of course, nobody wants to run a virtual marathon. Therefore,

there will be rewards for engaging in and succeeding in combat. For each hunter that a runner kills, he will receive a reward (rewards to be determined). Additionally, there will be a monetary prize for the runners upon completing their assigned course. Finally, if a runner is killed while running solo, he forfeits his prize. However, if running as a pair, if he is revived by his partner and continues, he may still claim the prize.

Section II: Hunters

The hunters of Running Man: Sosaria have one task: kill the runners before they reach their assigned goal. Hunters will be in greater numbers than runners, but will have limitations on their arsenal. They are as follows:

- Hunters will be on foot; no use of mounts
- No use of paralyze spell or weapon special attacks.
- No use of poison attacks.
- No use of pets that cannot be easily soloed by runners; a dog adds to immersion and won't insta-kill a runner. A greater Dragon is another story...
- Hunters may not cast above lvl 5 offensive spells. Spells like reveal, energy field, or dispel are acceptable.
- Hunters may not attack runners if the runners reach their destination.
- Hunter may use the recall spell, but only to reach pre-set check points

As runners, hunters will be rewarded for killing the runners. (rewards to be determined). They will also receive a reward for preventing the runner from reaching his destination. The further the runner from the finish the runner is stopped, the greater the reward.